

MAX1000

... the IoT Maker Solution!

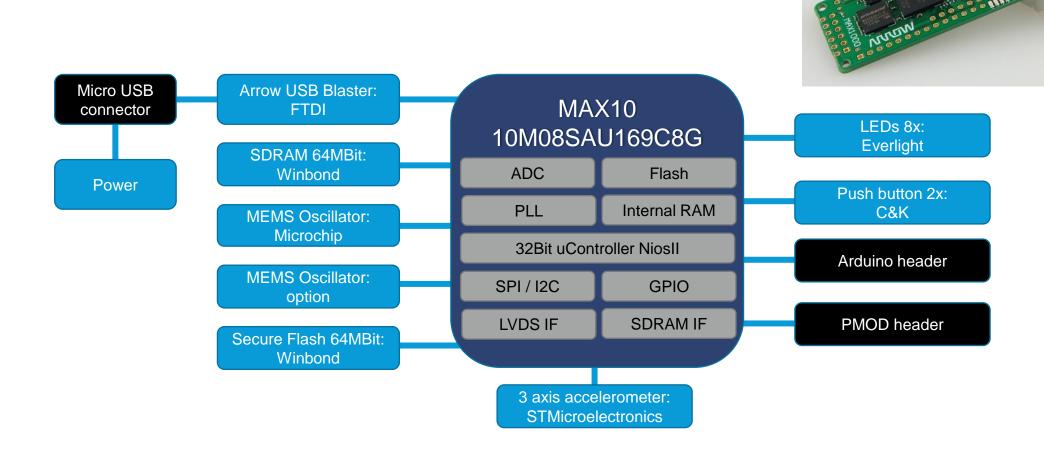


Feature Set:

- > Lowest cost MAX10 solution on the market
- > Intel MAX10 with 8kLE
- > Arduino MKR standard 25x61.5mm²
- > Integrated Arrow USB Blaster
- > Preprogrammed Demo Application
- > Plug&play full featured FPGA kit
- > PMOD connector to adapt various solutions
- > Comes in an attractive box
- > Qualified hardware also for real end products in a customized version!!!

MAX1000

... Block diagram



CYC1000

... the IoT Maker Solution!

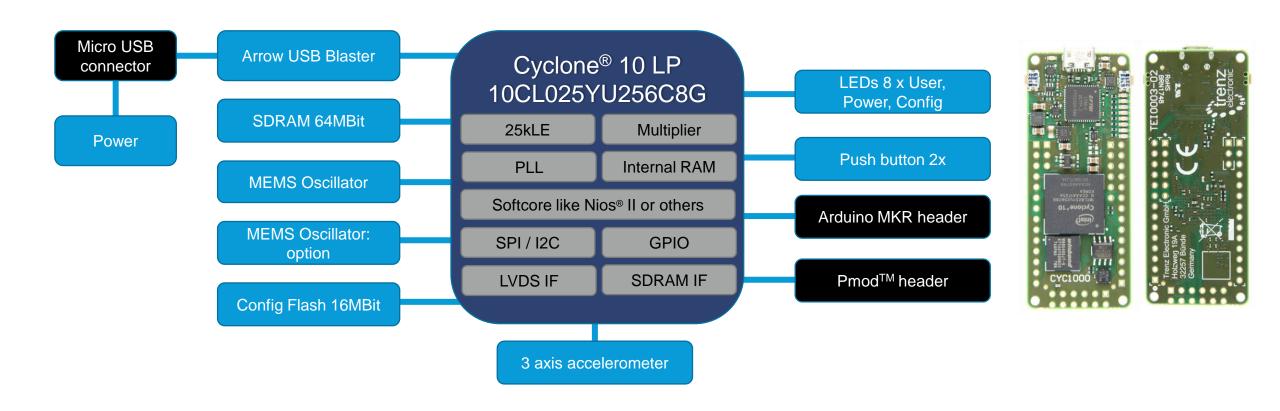


Feature Set:

- > One of the lowest cost Cyclone® 10 LP solution
- > Arduino MKR standard 25x61.5mm²
- > Intel® Cyclone® 10 LP with
 - 25k Logic Elements (6k/10k/16k possible with UBGA256)
 - 66 M9K Memory (594kb)
 - 66 18*18-bit Multiplier
- > Integrated Arrow USB Blaster
- > Preprogrammed Demo Application
- > Plug&play full featured FPGA kit
- > Qualified hardware also for real end products in a customized version!!!

CYC1000

... Block diagram



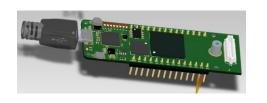
Other small FPGA Boards from Arrow

Same form factor – different applications

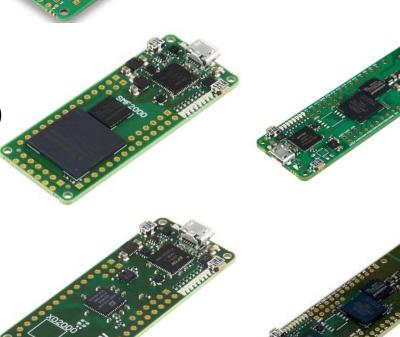
- > AnalogMax-01 Programmable Sensor Fusion Development Platform
- AnalogMax-DAQ1 with AD4003 (18-bit, 1MSPS)
- AnalogMax-DAQ2 with ADAQ7980 (16-bit, 1MSPS)
- AnalogMax-DAQ2-500k with ADAQ7988 (16-bit, 500kSPS)
- AnalogMax-DAQ3 with ADAQ4003 (18-bit, 2MSPS)
- SMF2000 Microchip SmartFusion 2 Board (with 150MHz Cortex-M3)
- LXO2000 Lattice MACHXO2 (4kLE)

In Development:

- > CYC5000 with Cyclone® V E (25kLE) and CRUVI HS connector
- **>** ...







Other low cost FPGA Boards

From Intel, Lattice, and Xilinx

> Intel (Terasic):

- <u>DE10-Nano</u> or <u>Arrow SoCKit</u> (Cyclone V SoC dual core A9)
- <u>DE10-Lite Board</u> (MAX10 50kLE and VGA)

> Lattice:

- MachXO2 Pico Development Kit (1200LE, 1Mb SPI Flash)
- Lattice XP2 Brevia2 Development Kit (used from Ting for EP32)
- <u>Dada Machine Doppler</u> (SAMD51 and ICE40)

> Xilinx

- Papilion (Spartan 3E) not longer available but was used e.g. for J1
- Trenz TE0722 Zynq-7000 Board (dual A9)















Connectivity 1

... PMOD connector... build easily more applications!

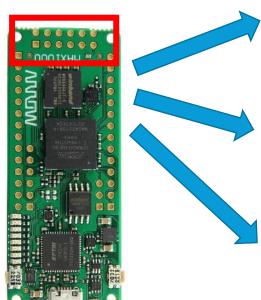
PMOD Standard



Application

Supplier Solution

Connector















24Bit ADC 3 axis sensor







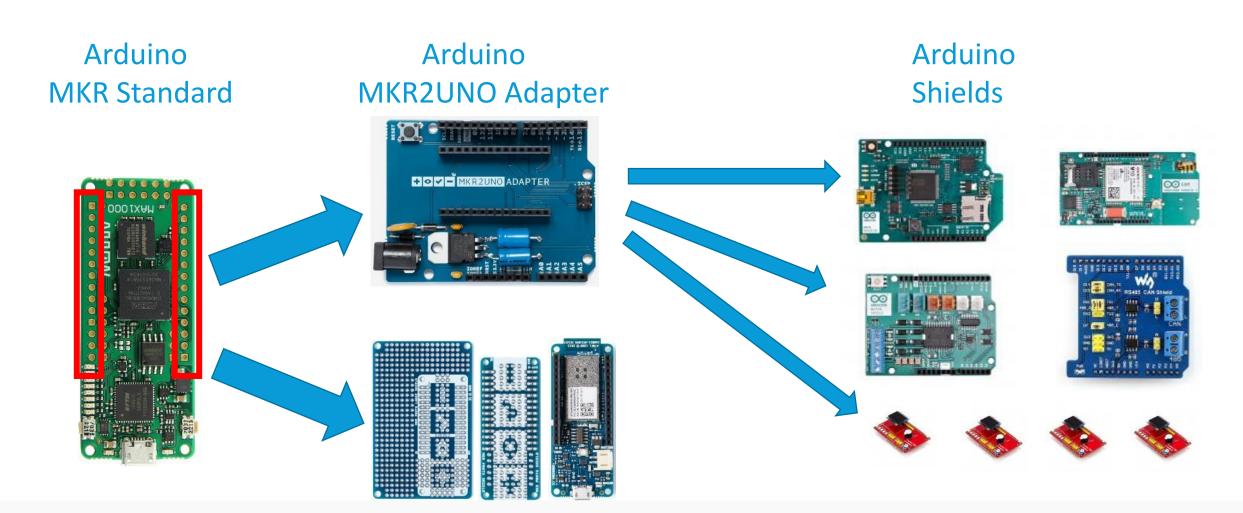
9 axis sensor Flash

....and many more!!!



Connectivity 2

... Arduino features... build easily various applications



Ideas for Applications and Expansions

Using other Processors, Languages and IDE's

> Arduino

- Direct update of software over serial interface possible
- Normally you need an AVR (MegaAVR) core to use the original software framework
- A lot of adaption are made to use the same framework under "normal" C environment
- Maybe an adapter from MKR to Arduino is helpful



> Other processor cores are possible

- ARM Cortex-M can be critical because of licenses
- RISC V are available in different flavors fitting in <<8kLE (even multicore)
- 8051, 6502, Z80, PIC, AVR and 6808 are often used in old projects so adaption of these software is easier
- A lot of old video games using cores like 1802 or 6502 adaptable to this board (e.g. Pong)
- Some programming language like JAVA or Python can be accelerated with own cores

Own Cores and Language

- FORTH (K1 and SmallForth need only a terminal and editor to develop a program)
- BASIC (also now seldom used)
- MicroPython (actual in focus but no free version available)

Standard Processor IP for FPGA

Many processor IP's (~222) are available at http://opencores.org

- ➤ Processor IP's (>200) on http://opencores.org
 - AVR and PIC16
 - 8051, 8080, 8085, and Z80
 - 6502
 - 6805, 6808, 6809 and 6305, 6811
 - 8086, 80186, or 80486
 - RISC-V
 - Lot of other 8-32bit (RISC) processors (1802, MSP430, ...)
 - even FORTH processor with Java optimization
- > FPGA/Forth projects on https://github.com
 - 6809, J1, N.I.G.E together with (FIG-)Forth (see also article from Bernd Paysan FORTH Tagung 2016)
 - ... nearly the same as above
- > FPGA platform for emulation of old video games and "Personal Computer" linke VC20, C64, Tandy ...
 - MISTer FPGA Project use Cyclone V SoC (DE10-Nano, SoCKit) for simulation of NES, Game Boy, C64, ...

Forth Processor IP

Mostly realized on one of the mentioned boards above

- → James Bowman's <u>J1</u> Forth CPU with <u>SWAPFORTH</u> or complete system <u>H2</u> using <u>eForth</u>
- C. H. Ting's EP16 (for Cyclone IV) or EP32 (Lattice XP2) and eForth for PDP1 or 8080 on FPGA
- Don Golding's older P16 or actual concept phase of FP1 (CORE I work in progress)
- Brad Eckert's CD16 and MSL16
- ➤ Phil Koopman CPU/16
- Richard E. Haskell's FP16 Forth Core
- Bernd Paysan's B16
- ➤ MPE's RTXcore (RTX-2000 für FPGA)
- Klaus Scheisik's MicroCore
- Douglas W. Jones MISC16 with eForth from Steve Teal
- Mixed Mode RISC-1 (supported by Jürgen Pintaske und Jens Wilke but no source available)
- > Andrew Read's N.I.G.E.-Machine
- And some concepts:
 - Philip J. Koopman Jr.'s WISC Concept
 - Richard E. Haskell and Darring M. Hanna W8Z
 - Lennard Benschop SOD32 (Simulator)

My FORTH and FPGA activities

So many boards and so little time – see mcforth.net (German)

- ➤ KKForth my first implementations before 30 years for x86 /V20, Z80, and RTX2000 (1990)
- ➤ S8Forth a 8K Forth for the Zilog Super8 ROM (1990)
- > mcForth my own FORTH implementation (VP32-Simulator in 386 assembler) and XMC1xxx (Cortex-M0) (2002...)
- > Adaption of J1 FORTH IP to my K1 core and realization of SmallFORTH (see next slides) for MAX1000 (2020)
- > K1 for CYC1000 (2020)
- First tests with 6502 core on MAX1000 (2020)
- > K1 for DE10-Lite Kit (also MAX10) with VGA interface (2021)
- Getting a Longan Nano Kit leads to RISC-V assembler, disassembler, and simulator using mcForth (2021)
- First tests with RISC-V and mecrisp on MAX1000 (2022)
- > VP32 (the opcode behind mcForth) runs on MAX1000 (2022)
- > Test of FIG-Forth using 1802 processor IP on MAX1000 (2022)

Why K1 (instead of J1)

I like 8-Bit/Byte microcontroller

- ➤ Memory organized in 8-bit per address (32KByte available on MAX1000)
- Opcode and variable aligned to 16-bit (2 byte)
- Using High-Endian (easier to read in hex dump)
- ➤ Literals using ±16k instead 0-32k (bit15=bit14; inv14 toggle bit14)
- \triangleright Calls use absolute address (/2 => 0..32766), Jumps relative offset (/2 => ±4KByte)
- ➤ Additional jump used for FOR ... NEXT loop (jump and decrement if TOR<>0)
- Arithmetic during read and write of memory

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
1	value															Literal (032K)
0	0	0	target												Jump	
0	0	1	🗘 target												Jump of T=0	
0	1	0	target												Call	
0	1	1	; ALU >N >R ! rr ss										Arithmetic			
J1 opcode																

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
0	literal															Literal (±16k)
1	0 addr															Call
1	1	0	0		relativ											Jump
1	1	0	1				Jump if T=0									
1	1	1	0				Jump if R≪0									
1	1	1	1	0		>R	>N		AI	U		BW	@!	S	s	Memory access
1	1	1	1	1		>R	>N		AI	U		rr ss			S	Arithmetik
									K1 (onco	de					

Why SmallForth

I use always own target compiler written in Forth

- > Long time experience in writing assembler, disassembler, and simulator for different processors
- > I like to use a nearly standard FORTH like F83 or ANS maybe reduced to minimum
- > I use a terminal (Tera Term) for downloading the application of smaller programs on FPGA
- > Difficult to handle upper case letter on german keyboard so I ignore it

This leads to a compact Forth (~6.5KByte with K1 on MAX1000 or CYC1000):

init 'init quit find words .s dump Abort" ?Abort" ?abort abort 'abort postpone ['] ' name> >name body> >body
\IFNDEF \IFDEF \IF \ELSE \THEN ENDCASE ENDOF OF CASE NEXT ?FOR FOR BEGIN WHILE UNTIL REPEAT AGAIN ELSE THEN IF
AHEAD recurse Does> Create Variable Constant ; ::noname Header forget indirect restrict immediate ." s" [char]
char Literal] [call, \$, , c, align allot \$>number? >number . .r u. u.r 0u.r d. d.r decimal hex #> sign #s
hold <# \\ \ (-parse parse refill source upc accept type cr spaces space loadu saveu f_dump f_c@ f_c! f_ess
f_es ms key key? emit emit? button? f_data f_baud acc_data acc_baud pmod_dir pmod_data counter_hi counter_lo leds
uart_data uart_state uart_baud 2@ 2! count ! @ c! c@ dabs d- d+ / m/mod um/mod * m* um* nop negate invert xor
or and cells chars flip du2/ d2/ d2* rshift ashift lshift u2/ 2/ 2* within max min abs u< < > = 0<> 0< 0<
aligned cell+ char+ 2- 1- 2+ 1+ - + goto execute ?exit exit rdrop ra> r> r@ >r rclear rdepth ?dup -rot rot
2drop 2swap 2over 2dup nip drop swap tuck over dup dclear depth span >in hld dpl base last state here voc-link
#ramstart #ramend #tib #c/tib true false bl #msb #bits

'init and 'abort are variables used to define own reset or error handler.

Hardware functions for buttons, key/emit (UART), accelerometer (SPI), PMOD interface, counter, and leds.

No DO ... LOOP because n FOR ... R@ ... NEXT are much faster (looping n times).

With saveu the (autostart) program will be saved and used, if no buttons are pressed during reset.

Life demonstration

Using MAX1000 and CYC1000

- Quartus Development Environment
- > Steve Teal's MISC16/eFORTH on MAX1000
- SmallForth on MAX1000 and CYC1000
- > Example program downloads:
 - ANS tester
 - LIFE on terminal
 - Accelerator readout
- ➤ Mecrisp using J1 on DE10-Lite Kit

Thank you

Questions?

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